DELTA FORCE

Land Warrior™

FIELD MANUAL

SPECIAL FORCES CREED

I am an American Special Forces soldier. A professional!

I will do all that my nation requires of me. I am a volunteer, knowing well the hazards of my profession.

I serve with the memory of those who have gone before me: Rogers' Rangers, Francis Marion, Mosby's Rangers, the 1st Special Service Force, the Jedburghs, Detachment 101, and the Special Forces soldiers of the Vietnam War, who won 17 Medals of Honor and 90 Distinguished Service Crosses. I pledge to uphold the honor and integrity of all these, in all that I am, in all I do.

I am a professional soldier. I will teach and fight wherever my nation requires, to liberate the oppressed. I will strive always to excel in every art and artifice of war.

I know that I will be called upon to perform tasks in isolation, far from familiar faces and voices. With the help and guidance of my God, I will conquer my fears and succeed.

I will keep my mind and body clean, alert and strong, for this is my debt to those who depend upon me.

I will not fail those with whom I serve. I will not bring shame upon myself or the Forces.

I will maintain myself, my arms and my equipment in an immaculate state as befits a Special Forces soldier.

My goal is to succeed in any mission - and live to succeed again.

I am a member of my nation's chosen soldiery. God grant that I may not be found wanting, that I will not fail this sacred trust.

Table of Contents

INSTALLING DELTA FORCE LAND WARRIOR

Welcome to Delta Force Land Warrior. In order to play Delta Force Land Warrior, you must first install the game files onto your computer's hard drive.

The AutoRun program will automatically load itself and run each time you insert the Delta Force Land Warrior CD into your CD-ROM drive. Delta Force Land Warrior uses InstallShield® to place the necessary files on your hard drive. Before you begin installing the game, close all programs that your computer may be currently running. The installation program requires all of your computer's resources.

1) Place the game CD into your CD-ROM drive and close the drive door. The AutoRun program will now run. If you have turned off the AutoRun feature or if the AutoRun fails to launch automatically, double-click on the "My Computer" icon on your desktop and then double-click on your computer's CD-ROM drive letter. This should launch the Delta Force Land Warrior AutoRun.

2) Click the mouse on one of the menu choices, or type the letter corresponding to the underlined hot key.

3) At the beginning of the installation program you are given the opportunity to select a destination folder for the game. A default is typed in the window for you. Press the Enter key to select the default destination. Otherwise, select your own folder name. If the folder you specify does not already exist on your hard drive, the Install program will create it for you. Further installation instructions will appear on-screen.

4)   If there is enough free hard drive space at the destination site, the program will copy the files from your Delta Force Land Warrior CD-ROM. An on-screen progress meter displays the completion percentage as the program transfers the files.

5) The install procedure automatically adds a NovaLogic folder to your Windows® Start Menu under the Programs heading. The Delta Force Land Warrior sub-folder within the NovaLogic folder contains an application short-cut icon for the game.

6) If you are using Windows® 95/98 and you do not already have DirectX 7 or greater installed, you will need to install it now. Select Install DirectX from the AutoRun program, then follow the on-screen instructions. You will need to restart your computer to activate DirectX before you can play Delta Force Land Warrior.

To start Delta Force Land Warrior, go to the program's directory or Start Menu and double-click on the Delta Force Land Warrior program icon. Use your computer's Find feature to locate the program if you are having trouble locating the game. Your Delta Force Land Warrior CD-ROM must be in the CD-ROM drive to play single-player or on NovaWorld. You do not need the CD-ROM in the CD-ROM drive to join a LAN Delta Force Land Warrior game.

Enjoy playing Delta Force Land Warrior!

Audio/Video Settings

The Settings screen allows you to reconfigure several elements of game play. Press "Accept" to save your new settings or hit "Back" to exit the options menu without saving any changes.

Change Driver: Select this option if you would like to change your primary video driver.

Resolution*: Select from 640 x 480, 800 x 600 and 1024 x 768.

Terrain Detail*: Selects how detailed you want the Voxel terrain to appear.

Object Detail*: Selects how detailed you want the polygonal objects to appear.

Buffer Size*: To store more information in memory, you may select 32-bit if your card supports it.

Shadows*: Turns dynamic shadows on/off.

Blood FX*: If you do not wish to see blood when characters get hit, select "off".

Smoke FX*: Turns smoke effects from grenades on/off.

Shell FX*: Turns on/off the graphics for spent shell casings that are ejected from certain weapons.

SFX Volume: Sets the volume level of game sound FX. Paying close attention to the subtle sounds around you is a vital survival skill of a Delta Force soldier.

Music Volume: Sets the volume level of the music in the menus.

Dialogue Volume: Sets the volume of spoken dialogue in the game.

* Note: Depending on your system setup, changing these options to their lowest setting may improve overall game performance.

Player Settings

MAP KEYBOARD

This screen allows you to reconfigure what action the keys and mouse will control. Select the command with your mouse and follow the instructions on the bottom of the screen.

MOUSE CONTROL

`Mouse Sensitivity:` Adjusts how responsive your mouse is.

`Flip Mouse:` Select "Yes" to reverse Look Up/Look Down movement on the mouse controls.

`Scope Sensitivity:` Adjusts how responsive your mouse is while you are using your scope.

GAMEPLAY

`Enemy AI Skill:` Select "Hard" to make the enemy use more complex tactics. "Easy" will allow you to take more damage before dying. The game defaults to "Medium".

`Squad Members:` Select "Off" if you want to brave a mission on your own.

`Tracers:` Select "Off" if you don't want to see the bullet trails from weapons that use tracer bullets. Note that not all firearms use tracers.

`Friendly Fire Warning:` Select "Off" to remove the red safety X that appears when you target your team members.

`GPS Icons:` By "Show Default", each mission shows icons for certain enemies on the GPS and Commander's Map. You can select "Show Friendly" to see only your teammates or "Show Everything" to see all enemies in a mission.

`Wind:` If you don't want to experience the effects of wind in your game, turn this setting "Off".

`Character Abilities:` If you don't want to use character special abilities such as variable run speed, hit points, or preferred weapons, select "Off".

`Scope Drift:` If you do not want your stance to affect your scope's stability, turn this option "Off".

`Crosshair Spread:` If you do not want your crosshair to widen while you run, select "Off".

`Weapon Recoil:` If you do not want your weapons to have recoil, select "Off".

`Drop Weapons:` If you do not want the option of dropping weapons to pick up new ones, select "Off".

MESSAGE MACROS

To effectively communicate with fellow players, you can preset text messages with the Macro Keys. During the game press the T key to talk, hit a function key then hit return and the preset text will be sent.

```
F1  I'm on offense!!!              F6  I'll cover you!!!
F2  I'm on defense!!!              F7  I've got the flag!!!
F3  Snipers take up overwatch positions!!!   F8  Help cover incoming flag!!!
F4  Guard the base!!!              F9  Enemy sniper shooting at base
F5  I'm on point, cover me!!!      F10 I need a medic
```

Land Warrior is a first generation, modular, integrated weapons system designed to enhance soldier lethality, survivability and mobility, while reducing the logistical support footprint. The system provides the soldier with improved situational awareness, high levels of protection and rapid digital and voice communications.

LAND WARRIOR SYSTEM INCLUDES:

- Modular body armor with chemical/biological resistant garments.
- A lightweight helmet with integral ballistic/laser eye protection, monocular computer display, and day/night target sensor unit.
- Modular, back-mounted unit with integrated computer and battery, soldier and squad radios, global positioning system, video-picture capture unit and mission-tailored computer software.
- Modified Weapon with a laser range finder and aiming light, digital compass, video camera and thermal sight.

Delta Force Team

In Delta Force Land Warrior, you play one of five different squadmates. Each of the squadmates has a specialty that sets them apart. When going on a mission, you will get to select your character based on which special abilities you think would be best for the job. In addition, each character varies in their ability to sneak up on the enemy, the speed at which they run and swim and how much damage they can take.

"Gas Can"

Name: SGT Cole Harris
MOS: Demolitions/Grenadier
Age: 32 Height: 5'10" Weight: 195 lbs.
Hair: Blonde, balding   Eyes: Blue-gray
Birthplace: Tyler, Texas

Distinguishing Marks: Old 3rd degree burns on arms
and chest, missing left index finger, tattoo of
fiery devil on right arm

Quote: "If he had just a few of these charges,
Washington could have ended the Revolutionary
War three years earlier."

With a southern drawl and a blue-collar worker mentality, this stocky soldier is one of the best field demolition experts in Special Forces. Before entering the military, Harris worked for a leading Texan fertilizer exporter. Experiments in his off-time led to his intense interest in explosives.

Harris began his military career undergoing OSUT (One-Station Unit Training) at Fort Leonardwood, Missouri. There he exhibited a natural talent for indirect fire weapons, easily earning his grenadier expert badge after a rigorous battery of tests. He was promoted to Private First Class after only 6 weeks of basic training. After Phase One was complete, he moved on to the Advanced Training phase where he learned the fundamentals of combat engineering with emphasis on demolitions. Harris finished at the top of the class, catching the eye of Delta Force recruiters. After accepting their offer to undergo special operations training, he was immediately awarded the rank of Corporal and was ordered to Fort Benning for Airborne School.

After receiving his jump wings and sergeant's stripes, Gas Can received orders to undergo Advanced Demolitions Training (ADT) at the John F. Kennedy Special Warfare Center in Fort Bragg, North Carolina. Here he expanded upon the fundamentals he had learned but with a focus on small unit tactics. Gas Can finished in the top 3 percentile of his class and moved on to regular duty with Delta Force.

Some soldiers have a hard time dealing with Harris' excessively belligerent attitude, but no one ever disputes him on facts about explosives. With one look at a building, Harris can tell you twenty different ways of bringing it down. If he says he can have a specialized satchel pack armed and placed in fifteen minutes, you better get ready to set your clock at 14:59.

"Mako"

Name: CW2 (Chief Warrant Officer 2) Erica Swift
MOS: Underwater Demolitions
Age: 25   Height: 5'8"   Weight: 125
Hair: Blonde   Eyes: Green

Quote: "Sharks fear me."

SPECIAL ABILITIES:
Team Medic* (Multiplayer games only)

STRENGTHS:
Best swimmer (speed, maneuverability and holding breath)

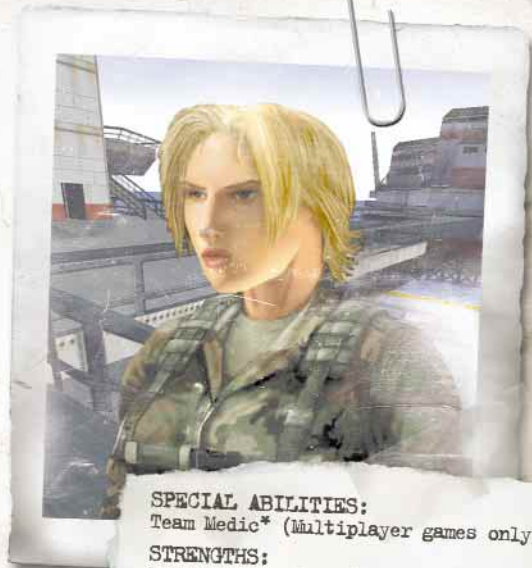**PREFERRED WEAPONS:**
OICW, Underwater weapons, Pistols

Born to an American Embassy worker in the south of France, Erica's childhood was filled with adventure. By age ten, she was fluently speaking five different languages and meeting some of the most powerful European leaders. When she was fifteen, her father retired and moved the family to Southern California. Extremely intelligent and worldly, Erica quickly became bored with average teenage activities. Adrenaline sports such as big wave surfing, extreme mountain biking and deep sea ship wreck diving became her passions. Upon graduation from college with a degree in chemistry, Erica put her intelligence to work at a major pharmaceutical company. During a diving vacation in the Caymans, Erica met a retired Navy Seal who inspired her with his tales of military adventure. Upon returning to the states, she immediately quit her job and joined the military.

At boot camp, Erica routinely requested additional training to see how far she could push herself and to impress her superiors. Being a female however, she was not eligible for the CDQC (Combat Diver Qualification Course). She did the next best thing by entering the EOD (Explosive Ordnance Disposal) training program at Indian Head, Maryland. After successfully completing the program with high honors, she was stationed at Ft. Shafter, Hawaii in the USARPAC EOD Control Team where she attained the rank of Chief Warrant 2.

Her flawless service dedication and scuba background eventually caught the attention of Delta Force recruiters looking to fill their team with an underwater demolitions specialist. They brought Erica on board as a consultant and sent her to the CDQC. Her remarkable proficiency under pressure quickly got her a field position on one of the best five-man squads. In her time off, she can be found surfing the world's biggest waves on the north shore of Hawaii.

*MEDIC SKILL

When a teammate is shot, the medic will have a limited amount of time to get to him and administer aid to prevent his death. When in short range, the medic should select her medical pack with the 9 key and use the fire button to bandage up the player. Downed players always have the option of instantly dying (and respawning) by pressing the spacebar.

"Pitbull"

Name: 1LT Rydel Wilson
MOS: Heavy Gunner
Age: 31   Height: 6' 5"   Weight: 270 lbs.
Hair: Black (shaved)   Eyes: Deep brown
Birthplace: Bronx, NY

Distinguishing Marks: Scar on eyebrow, very muscular

Quote: "These targets are down for the count.
Bring on some more."

SPECIAL ABILITIES:
Steady with heavy weapons,
Minimizes recoil

STRENGTHS:
Can with stand more
damage than others

PREFERRED WEAPONS:
M249 SAW, FNMAG, H&K G11,
Steyr AUG, AK47

Born in the Bronx, NY, Rydel is easily the toughest member of the Delta Force team. Rydel grew up with his mother and sisters in a one-bedroom apartment located above a boxing gym. It was there that he spent most of his time learning from local boxers and trainers. By the age of eighteen, Rydel was 6'4" and 290 pounds of pure muscle. He often could not find anyone who would agree to spar with him. At age nineteen, Rydel became a Golden Gloves Heavyweight Contender. Even though Rydel had a future as a pro fighter, he felt that he could make more of a contribution to society by joining the military.

Rydel started his military career in the enlisted ranks, earning his E-6 (Staff Sergeant) stripes before the age of 28. As a non-commissioned officer he found no equal physically or with the rifle. Rydel was a premier rifleman and took easily to the difficulties involved with firing squad automatic weapons. He became so good, in fact, that he was asked to instruct at the Army Infantry Center in Fort Benning, Georgia. He did this commendably for two years but longed to return to duty with a field unit. He got his chance after he was prompted to apply to OCS (Officer's Candidate School). After his commission, Rydel was transferred to active duty with 1st Battalion, 75th Ranger Regiment in Hunter Army Airfield, Georgia. It was here that his professional dedication and esprit de corps shone. He trained his men as rigorously as he drove himself. It was this tenacity and single-minded drive that earned him his nickname, "Pitbull".

His squad entered nearly every Regimental and Divisional competition, earning top honors in many of them. It came as no surprise when Rydel was approached by Delta Force recruiters. He quickly jumped at the chance to join the elite task force. Due to his innate leadership skills he was the natural choice to become squad leader of the team. Rydel is still hard pressed to find anyone willing to spar with him.

"Snakebite"

Name: SGT Jenn Tanaka
Specialty: CQB/Covert Ops
Age: 28   Height: 5'5"   Weight: 115
Hair: Black   Eyes: Brown
Birthplace: San Francisco, CA

Distinguishing Marks: Snake tattoo on right arm

Quote: "Yes, I've got the package, but I'm going back in. I think one of the targets is still breathing."

As a child, Jennifer was extremely energetic and reckless. Her father ran a martial arts studio and began teaching her as soon as she could walk. She quickly picked up on advanced moves and was entering national tournaments by her teen years. However, Jenn also had a knack for getting herself into trouble. Her impatience with scholastic life led to her openly rebelling against all authority figures except her father. Her continual confrontations with teachers, principals and other kids led her father to insist that upon graduation she join the Army to learn respect for authority.

Jenn scored high on her military entrance exams and was offered a wide selection of Military Occupational Specialties (MOS). She chose Military Intelligence with a MOS of 97B, Counter-Intelligence Agent. She attended basic training at the U.S. Army Intelligence Center, Ft. Huachuca, AZ. After graduating from training, she was assigned to the 501st Military Intelligence Brigade, Republic of South Korea. Her unit's mission was to conduct reconnaissance, surveillance, interrogation of enemy prisoners and counter-intelligence. Jenn excelled as a field agent, refining her deadly skills to a keen edge. She quickly advanced to the rank of Sergeant.

Delta Force recruiters took special notice of her achievements as they visited Korea for prospective candidates. Upon accepting her, Delta Force added to Jenn's skills in stealth and martial arts by sending her through their intensive Close Quarters Battle training. Her quickness, stealth, and expert skill with all close range weapons impressed her instructors so much that she was assigned active duty on one of the best five-man squads.

It is rumored that she has never been observed entering or leaving the objective. The only signs of her presence are neutralized targets.

SPECIAL ABILITIES:
Extended reach with knife

STRENGTHS:
Fast runner

PREFERRED WEAPONS:
Pistols, Submachineguns, Pancor Jackhammer

"Longbow"

Name: SGT Daniel Lonetree
Specialty: Sniper
Age: 25   Height: 6'0"   Weight: 180 lbs.
Hair: Black   Eyes: Hazel
Birthplace: Tuba City, Arizona

Distinguishing Marks: Always sunburned on cheeks and nose, Navajo Tribal Tattoo

Quote: "You don't have to get out of my way. My 50 cal will connect with the target whether you're standing there or not."

Having been abandoned by his mother and father as a child, Lonetree quickly learned to fend for himself. Although his grandparents were there to raise him, he grew distant from most other people. Larger kids often avoided starting fights with him due to the intense look he would get on his face. During his teen years he became fascinated with his grandfather, who was a Navajo code-talker during WWII. It became obvious that he wanted to follow in those footsteps and join the military straight out of high school.

He enlisted in the Army for Military Occupational Specialty (MOS) Infantry, 11B. During weapons qualification training, he displayed a natural ability for handling all types of weapons. His particular expertise was shown during rifle qualification, where he scored a perfect 100% hit on all targets at all ranges. After graduating Basic, Advanced Individual and Airborne Training at Ft. Benning, Georgia, Lonetree was assigned to Ft Bragg, NC with the 82nd Airborne Division. Here he honed his field skills as an Airborne Infantryman, then quickly worked his way up from an infantry platoon to joining the elite, Long Range Reconnaissance Company. Rising to the rank of Sergeant, he became keenly interested in joining Special Forces. He applied and was accepted for the Special Forces Qualification Course at the John F. Kennedy Special Warfare Center, Ft. Bragg. Here he was selected for training as a Special Forces Weapons Sergeant, MOS of 18B.

His dedication and finely tuned field skills led him to being selected as Distinguished Honor Graduate of his course. He was assigned to a Special Forces Operational Detachment - Alpha (SFODA) in the 10th Special Forces Group, Ft Carson, CO. Due to his natural skills and expert marksmanship, he was selected for training at the Special Operations Target Interdiction Course (SOTIC), the sniper school for SF. He distinguished himself during Stabilization Force (SFOR) in Bosnia-Herzegovina conducting counter-sniper missions. Because of this, Delta Force recruiters took notice of his abilities and approached him about joining their ranks.

Lonetree is determined and ready for almost any challenge. This professional sniper doesn't like to make small talk during missions. There is no more serious job than his. Even hard core soldiers are impressed at how stoic this sniper can be while under heavy fire.

SPECIAL ABILITIES:
Steady with scope

STRENGTHS:
Fast crawl

PREFERRED WEAPONS:
All sniper rifles

11

Gear

In Delta Force Land Warror, you will have the option of selecting five unique items/weapons in addition to the standard gear of a combat knife, grenades and laser designator. If a mission contains an Armory Building, you will have the opportunity to switch out gear during the mission. To do so, enter the armory, open your Commander's Map (C key) and click on the Weapons section.

Sniper Rifles

Barrett M82A1 Heavy Sniper Rifle

Caliber: .50 BMG
Magazine: 10 round
Effective Range: 1500 meters
Accessories: 14x Scope
The Barrett 0.50 'Light Fifty' model 82A1 is a long-range hard target interdiction weapon.

M40 Light Sniper Rifle

Caliber: 7.62mm NATO
Magazine: 5 round
Effective Range: 800 meters
Accessories: 10x Scope
Based on the Remington model 700, this bolt action rifle is optimized for pinpoint accuracy.

**Heckler & Koch
PSG-1 Light Sniper Rifle**

Caliber: 7.62mm NATO
Magazine: 20 round
Effective Range: 300 meters
Accessories: 4x Scope
This light rifle is highly accurate, though its range and penetration is compromised by the built-in silencer and its subsonic ammunition.

Machineguns

**M249 SAW
(Squad Automatic Weapon)**

Caliber: 5.56mm NATO
Magazine: 200 round box
Effective Range: 500 meters
This hand-held light support machine gun delivers a massive amount of firepower to support infantry squad operations.

**FN Mag Light
Support Machine Gun**

Caliber: 7.62mm box
Magazine: 200 round belt
Effective Range: 500 meters
This light support machine gun is more lethal and has greater penetration than the SAW, however it tends to be less accurate.

Assault Rifles

M4 Masterkey Light Assault Rifle

Caliber: .223 Remington (5.56 NATO) / 12 gauge 70 mm cartidges
Magazine: 30 round / 7 shells
Effective Range: 500 meters / 10 meters for shotgun
Fire Modes: semi, 3-round burst, shotgun
Lightweight and accurate, the M4 is used for close quarter battles just like its larger cousin, the M16. The Masterkey incorporates a highly modified Remington M870 shotgun attached under the barrel of the rifle.

**Heckler & Koch
G11 Light Assault Rifle**

Caliber: 4.73 mm (caseless)
Magazine: 45 round
Effective Range: 300 meters
Firing Modes: semi, 3-round burst, full-auto
This extremely light assault rifle is relatively quiet and has little recoil due to its lack of extractors or spent casings.

Note: Bullets are able to penetrate objects of varying density. In Delta Force Land Warrior, larger caliber weapons will have better bullet penetration. Hiding in a tent won't necessarily protect you.

Steyr AUG Light Assault Rifle w/Grenade Launcher

Caliber: .223 Remington (5.56 NATO) / 40mm
Magazine: 42 round / 1 grenade
Effective Range: 800 meters / 400 meters for grenade
Firing Modes: semi, full-auto, grenade
With excellent accuracy, ambidextrous ergonomic design and an integrated grenade launcher, the AUG (Armee Universal Gewehr) is a first rate assault rifle.

AK-47 Light Assault Rifle

Caliber: 7.62 mm
Magazine: 30 round
Effective Range: 400 meters
Firing Modes: semi, 3-round burst, full-auto
Built sturdy and simple to operate, the AK-47 is the preferred weapon of many former Warsaw Pact armies.

Alliant Techsystems OICW Light Assault Rifle

Caliber: .223 Remington (5.56 NATO) / 20mm
Magazine: 30 round box / 6 grenades
Effective Range: 600 meters / 300 meters for grenade
Firing Modes: semi, 3-round burst, grenade
Although heavier than most other assault rifles, the OICW is highly accurate, sturdy and lethal. The ideal weapon for the Land Warrior program.

Special

MM-1 Automatic Grenade Launcher

Caliber: 40 mm
Magazine: 12 grenades
Effective Range: 350 meters
The 12 shot revolver on the MM-1 allows for easy loading and rapid firing.

**Pancor Jackhammer
(Automatic Combat Shotgun)**

Caliber: 12 gauge
Magazine: 10 round cassette
Effective Range: 20 meters
Fire Modes: semi, full-auto
A pre-loaded rotating cylinder gives the Jackhammer its relatively high rate of fire for a shotgun.

UAW Underwater Rifle

Caliber: 150 mm long dart
Magazine: 30 drag-stabilized darts
Effective Range: 100 meters in air, 30 meters underwater
Fire Modes: semi, full-auto
Intended to be used for underwater combat, the UAW quietly fires specially designed 150 mm long darts which are capable of penetrating wet suits and face masks at range.

Secondary Weapons
Sub-machine Guns

Heckler & Koch MP5-SD

Caliber: 9 mm
Magazine: 30 round box
Effective Range: 150 meters
Fire Modes: semi, 3-round burst, full-auto
Built with the special H&K roller-locked bolt system, this silent sub-machine gun is capable of single-shot, controlled burst and full-automatic firing.

Heckler & Koch UMP

Caliber: .45 ACP
Magazine: 25-round box magazine
Effective Range: 200 meters
Fire Modes: semi, 3-round burst, full-auto
The UMP is considered more reliable than the MP5 with its better range and stopping power.

15

Calico Sub-machine Gun

Caliber: 9mm Parabellum
Magazine: 100 round helical magazine
Effective Range: 100 meters
Firing Modes: semi, 3-round burst, full-auto
The Calico's relatively low accuracy is made up for by its high magazine capacity.

Pistols

Heckler & Koch .45 SOCOM

Caliber: .45 ACP
Magazine: 12 round
Effective Range: 150 meters
Made from a polymer plastic, the .45 employs a mechanical recoil reduction system and the signature Heckler & Koch polygonal barrel for increased accuracy.

Heckler & Koch .45 SOCOM-SD

Caliber: .45 ACP
Magazine: 12 round
Effective Range: 150 meters
The added silencer allows for virtually silent takedowns. However, it will also decrease muzzle velocity and slightly degrade the stopping power of the weapon.

GLOCK 18 Sub-machine Pistol

Caliber: 9 mm Parabellum
Magazine: 33 round
Effective Range: 100 meters
Firing Modes: semi, full-auto
The Glock 18 is extremely formidable due to its lightweight concealability and capacity for firing fully automatic.

**Heckler & Koch
P11 Underwater Pistol**

Caliber: 145 mm long dart
Magazine: 6 darts
Effective Range: 30 meters above water / 15 meters underwater
This virtually silent pistol is used for infiltration from sea to shore. An electric charge is used to fire the rounds.

Explosives

AT-4 Light Anti-Armor Weapon

Effective Range: 500 meters
Designated the AT-4 by the US Army, the Alliant Techsystems M136 rocket launcher is considered disposable and recoilless .

M18 Claymore with Motion Sensors

This directional fragmentation mine is planted in the ground with the convex side facing the enemy (clearly marked, "FRONT TOWARD ENEMY"). Do not cross in front of the claymore once it is placed.

Satchel Charge with Radio Detonator

After placing this high explosive pack on your target, move to a safe range and detonate with a radio signal. Press the 6 key to bring up your detonator.

Standard Gear (always carried)

6 Fragmentation Grenades: Choose either Impact or Time Delay (4-7 seconds).

Laser Designator: For designating targets for artillery strikes.

Ka-Bar Knife: For silent close combat take-downs.

Binoculars: Use the B key for long range observation.

Auxiliary Gear

Lar V Rebreather & Fins
Allows operative to stay underwater longer. Wearing the Lar V on land will decrease your movement speed.

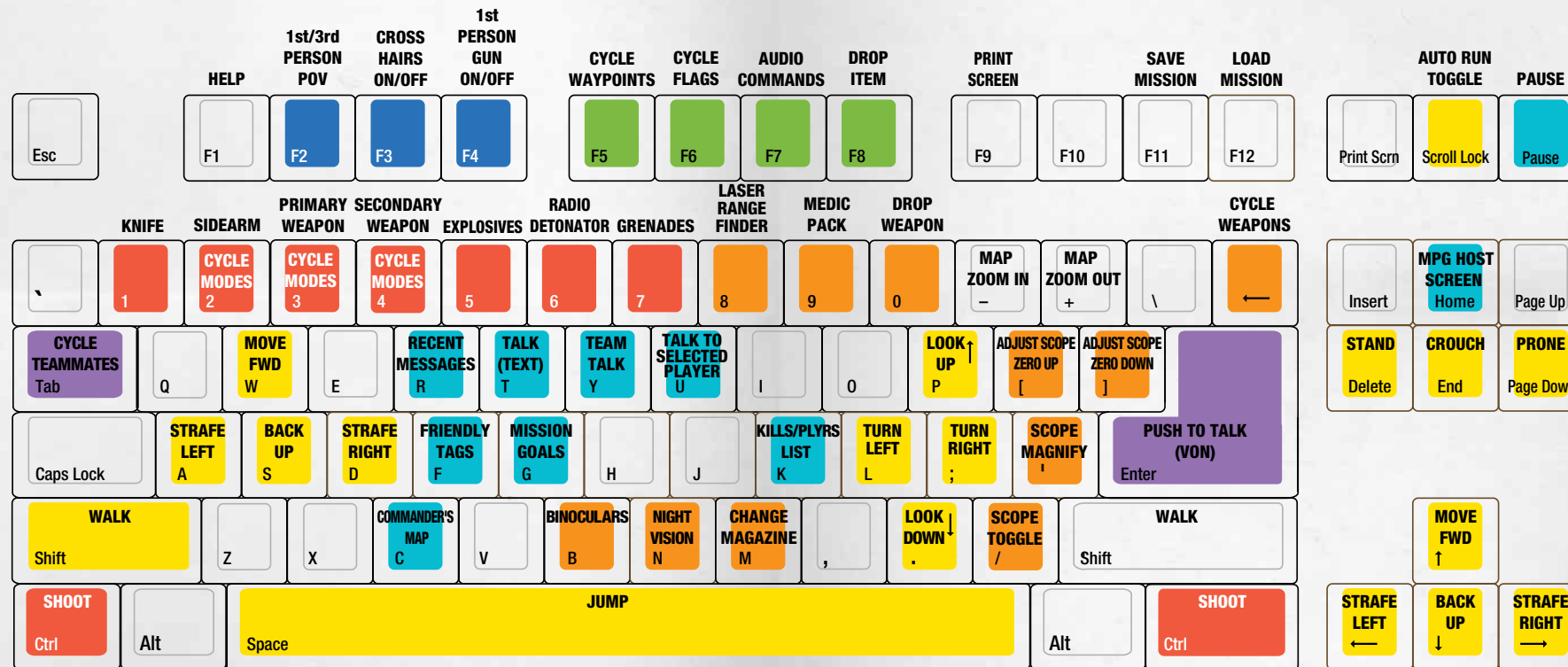**Kevlar Vest**
Provides limited resistance to small arms fire.

Extra Ammo Load For Primary Weapon.

Medic Pack
Usable by medics only. See page 8.

17

Keyboard Layout

Key	Function
Esc	
F1	HELP
F2	1st/3rd PERSON POV
F3	CROSS HAIRS ON/OFF
F4	1st PERSON GUN ON/OFF
F5	CYCLE WAYPOINTS
F6	CYCLE FLAGS
F7	AUDIO COMMANDS
F8	DROP ITEM
F9	PRINT SCREEN
F10	SAVE MISSION
F11	LOAD MISSION
F12	
Print Scrn	
Scroll Lock	AUTO RUN TOGGLE
Pause	PAUSE

Key	Function
`	
1	KNIFE
2	SIDEARM / CYCLE MODES 2
3	PRIMARY WEAPON / CYCLE MODES 3
4	SECONDARY WEAPON / CYCLE MODES 4
5	EXPLOSIVES
6	RADIO DETONATOR
7	GRENADES
8	LASER RANGE FINDER
9	MEDIC PACK
0	DROP WEAPON
−	MAP ZOOM IN
+	MAP ZOOM OUT
\	
←	CYCLE WEAPONS
Insert	
Home	MPG HOST SCREEN
Page Up	

Key	Function
Tab	CYCLE TEAMMATES
Q	
W	MOVE FWD
E	
R	RECENT MESSAGES
T	TALK (TEXT)
Y	TEAM TALK
U	TALK TO SELECTED PLAYER
I	
O	
P	LOOK UP ↑
[	ADJUST SCOPE ZERO UP
]	ADJUST SCOPE ZERO DOWN
Delete	STAND
End	CROUCH
Page Down	PRONE

Key	Function
Caps Lock	
A	STRAFE LEFT
S	BACK UP
D	STRAFE RIGHT
F	FRIENDLY TAGS
G	MISSION GOALS
H	
J	
K	KILLS/PLYRS LIST
L	TURN LEFT
;	TURN RIGHT
'	SCOPE MAGNIFY
Enter	PUSH TO TALK (VON)

Key	Function
Shift	WALK
Z	
X	
C	COMMANDER'S MAP
V	
B	BINOCULARS
N	NIGHT VISION
M	CHANGE MAGAZINE
,	
.	LOOK DOWN ↓
/	SCOPE TOGGLE
Shift	WALK
↑	MOVE FWD

Key	Function
Ctrl	SHOOT
Alt	
Space	JUMP
Alt	
Ctrl	SHOOT
←	STRAFE LEFT
↓	BACK UP
→	STRAFE RIGHT

GAME CONTROLS

Mouse Controls

Move Mouse
- Left Mouse Button
- Right Mouse Button
- Middle Mouse Button (if available)

In Game

Look Up/Down, Turn Left/Right
Shoot
Toggle Scope
Prone/Stand Toggle

In Commander's Map

Moves Mouse Pointer
Selects Item
Moves Map
(No function)

Keyboard Controls

F1	Help
F2	1st / 3rd Person POV Toggle
F3	1st Person Crosshair on/off
F4	1st Person Gun on/off
F5	Cycle Waypoints
F6	Cycle Flags (Capture The Flag games only)
F7	Audio Commands (brings up list of macros)
F8	Drop Item (such as Flag, Breifcase, etc.)
F9	Print Screen (saves to game directory)
F11	Save Mission *
F12	Load Mission *
-	Map Zoom In
=	Map Zoom Out

Movement Controls

Arrow Keys	Move Forward, Back Up, Strafe Left, Strafe Right
W	Move Foward
S	Back Up
A	Strafe Left
D	Strafe Right
P	Look Up
L	Turn Left
;	Turn Right
.	Look Down
SHIFT	Walk (used with arrow or W,A,S,D keys)
SPACEBAR	Jump
DELETE	Stand
END	Crouch
PAGEDOWN	Prone
SCROLL LOCK	Auto Run Toggle (character runs without holding the W key)

Reversing Cycles
You can make any key cycle in the reverse order by holding down the SHIFT key while pressing the button. For example, SHIFT+F5 will cycle backwards through your waypoints.

* SAVING A MISSION

At any point during a mission, you can press the F11 key to save the game. Each mission has 3 save slots available. You can overwrite any of the save slots with a new save.

Weapons/Gear Controls

1	Knife
2	Sidearm *
3	Primary Weapon *
4	Secondary Weapon *
5	Explosives
6	Radio Detonator (for satchel charges only)
7	Grenades
8	Laser Range Finder (for calling in artillary strikes)
9	Medic Packs (only available for Mako, see page 8)
0	Drop Primary Weapon
BKSP	Cycle Weapons
CTRL	Shoot
B	Binoculars
N	Night Vision
M	Change Magazine
/	Toggle Scope On/Off
[	Adjust Scope Zero Up
]	Adjust Scope Zero Down
'	Cycle Scope Magnification

Press again to cycle firing modes if the weapon has multiple modes

Fixed Weapon Emplacements

You can use fixed weapon emplacements simply by walking up to them. Your field of view will then become limited to that of the weapon. To break away from the weapon, simply back up.

Mission Controls

PAUSE	Pause Game
HOME	Multiplayer Host Screen
C	View Commander's Map
F	Display Friendly Tags
G	Display Mission Goals
K	Display Kills / Players List
R	Display Recent Messages
T	Talk (text)
U	Talk to Selected Player (text)
Y	Team Talk (text)

Voice-Over-Net

Keypad +	Unmute Selected Player
Keypad 0	Mute Current Talker
Keypad -	VON Display On/Off
Keypad DEL	Break Talker
Keypad 1	Adjust Record Volume Down
Keypad 3	Adjust Record Volume Up
Keypad *	Display Last Talker
Keypad /	Select Last Talker
ENTER	Push to Talk
TAB	Cycle Teammates

Please refer to page 32 for more details on VON controls.

Note: You can drop your primary weapon (zero key) and pick up enemy primary weapons during mission.

Game Screen

Proceed southwest to Objective Raven.
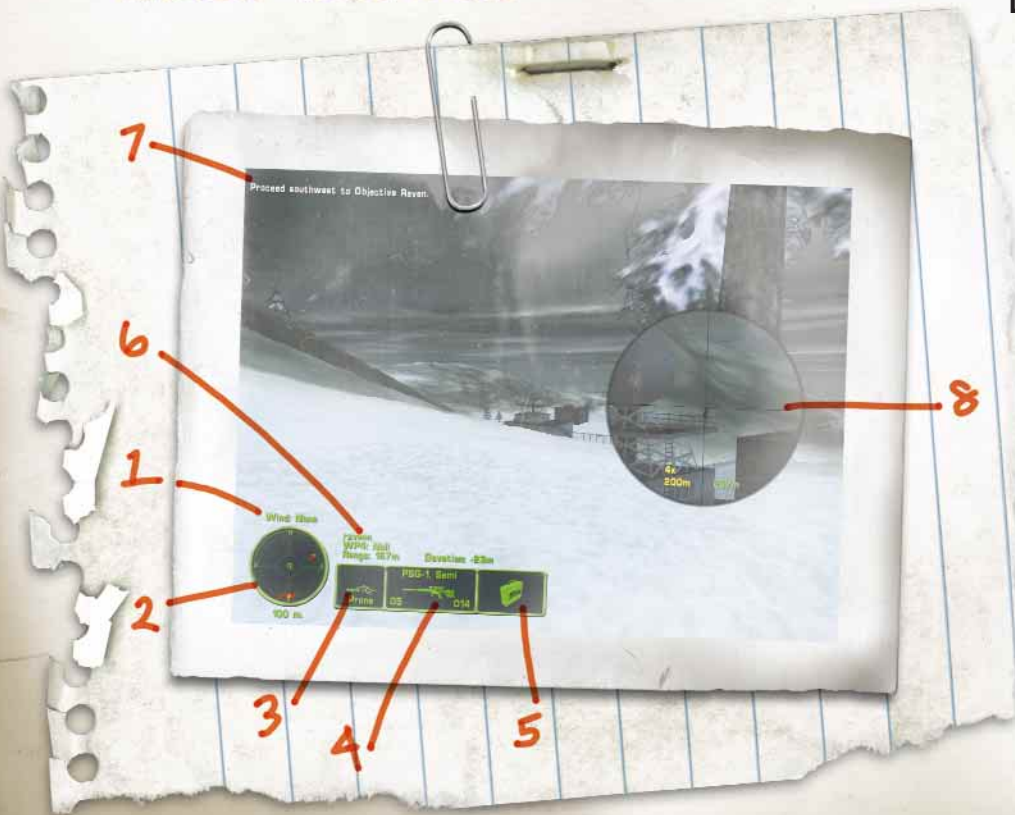
1. Wind Indicator
This tells you which direction the wind is coming from and its speed. Helpful for adjusting your aim to compensate for wind speed.

2. GPS Map
This is your Global Positioning Satellite overhead map. The center dial indicates the cardinal direction you are currently facing. Enemies that have been seen by satellite reconnaissance or that are alert to your presence and in visual range will appear on this map. The direction to your next waypoint objective is denoted by a green arrow or dot. In a Capture The Flag game, the direction to your flag bay appears as a team colored dot. All other symbols and colors are described on the next page. The number below the map indicates the zoom level of the GPS. Use the - and + keys to adjust the range of your GPS.

3. Situational Icon
This profile of your soldier shows your body position.

Stand   Crouch   Lie Prone

22

4. Current Weapon Selected
This section displays the weapon you are holding, the firing mode that it is in, the number of magazines and number of rounds you have remaining in the current magazine. The weapon name will appear green when it is ready (i.e. the round is in the chamber).

5. Items
If you pick up an item during a mission, such as a briefcase or flag, it will be displayed here. Certain items can be dropped by pressing the F8 key.

6. Waypoint Information
This area displays the code name and distance in meters to your next waypoint (a mission specific location given to you by King 6). Cycle through all of your waypoints with the F5 key.

7. Information Link
Important information, such as current mission orders and status of your squad, will be transmitted here via your radio. Text sent from other players in a multiplayer game will appear here as well.

8. Scope
With certain weapons, you can use a scope by pressing the / key or Right Mouse button. The number on the right shows the distance of the target you are aimed at. The number on the left-hand side shows what range the scope is zeroed at. Use the [and] keys to move the scope zero up and down in 100 meter increments to compensate for bullet drop over distance. Use the ' key to change the magnification of the scope.

Global Positioning Satellite Map (GPS)

>	Waypoints (beyond GPS range) (green)	▭	Building (green)
●	Waypoints (in GPS range) (green)	+	Vehicles (green)
⚲	Teammates (blue) with facing indicator	▲	Red Team Flag (Capture The Flag)
⚲	Known Enemies (red) with facing indicator	▲	Blue Team Flag (Capture The Flag)
⊕	Wounded Teammate	●	Medic (blue)
✕	Dead Teammate (blue)	✕	Dead Enemy (red)

COMMANDER'S SCREEN

The most useful tool you will have in the field is the commander's screen. By pressing the C key, you will have access to a wealth of mission information such as waypoints, identified enemy positions, objectives and squad statistics.

The top portion of the screen displays in-game text messages, similar to the Information Link on the main game screen. Use the menu below it to view the different information screens. The large left-hand window is the Primary Display Screen, which shows the essential data. The right-hand side shows specific information on items selected in the Primary Display Screen. Information that appears here will remain until you select something new, even if you change to a different menu choice.

Map

This is a larger, more sophisticated form of your GPS map. With the buttons below the map, you control what information is displayed or hidden from view. In addition you can zoom the map in and out (plus and minus keys), toggle between your color and contour map, and automatically re-center the map on yourself. If you hold the right mouse button down, you can scroll the map around.

When you click the mouse on an object or person, the icon will flash and information will appear in the right-hand display. Here you will find out things such as the object's name and side. When selecting other players, a new set of commands will appear in this window, such as the ability to send a message directly to them or stop all communication coming from them.

Your mission waypoints are invaluable for finding your way to your mission objectives. However, during a mission you can grab any one of your assigned waypoints and drag it to a new location. You can also select any object and temporarily set it as your next waypoint. This can be very useful in finding your way directly to someone or something on the main game screen. As soon as you select a new waypoint or cycle back to your mission waypoints, this temporary one will disappear. Finally, you can set custom mission markers in the game

with the waypoint button. You can name these markers whatever you like and even send them (one at a time) to other players in a multiplayer game.

VON

This screen is used to control the Voice-Over-Net feature. By clicking on the appropriate icon, you can select the receipent of your voice messages and mute/unmute players. The last column will tell you if the selected player is receiving your message. At the bottom of the screen you can mute or unmute all players by pressing one of the buttons. All players begin the game muted.

Players

This screen lists all of the players in the game. By clicking on the appropriate icon, you can allow/disallow certain players from sending you custom waypoints and text messages. You can easily locate teammates on the map by selecting their name on this screen; when you return to the map display they will be highlighted.

Team

This screen lists all of your teammates, the weapons that they currently have in hand and their general plan of action. This gives you a quick overview of your teammates' intentions. Keep your teammates informed of your plan of attack by setting it here. You can set a descriptor from either or both lines of plan actions. For example, to indicate that you will be attacking the right side of the enemies base, click on "Assault" and "Right".

Weapons

To view information on the weapons and equipment that you currently carry, check out this screen. If you are in an Armory Building when you access this screen, you will have the ability to change out weapons and items. Be warned, in a multiplayer game checking out new arms may cost you a few seconds of game time depending on your Internet connection.

Mission Settings

Access your initial mission briefing information from this window. Game settings relevant to this mission will appear in the right-hand window. This screen is particularly relevant for seeing the specific rules of a multiplayer game that you joined. Refer to the Game Settings and NovaWorld section for more details on the settings.

NovaWorld allows you to easily get into a multiplayer game, where up to 50 players can compete with each other. You can join a multiplayer game at any time, and leave whenever you wish. This means unless you are the Host, you do not have to be present at the initiation of a Delta Force Land Warrior game to join in, and if you leave in the middle of a mission, the other players can continue to play without you. You can host a NovaWorld or LAN(IPX) game with up to 16 players depending on your Internet connection. If the Host leaves at any point, the game will end.

As a rule of thumb, as Host your connection speed should be at least 8 kilobits per second per player (for example, a 33.3 Kbps modem will support 4 players).

Joining NovaWorld

In order to play on NovaWorld, you must have a NovaWorld account (if you do not already have one, you can create a new account in seconds). If it is your first time playing Delta Force Land Warrior, you will be asked to enter in the CD KEY label that is printed in your Delta Force Land Warrior CD case (you must include the dashes). When in NovaWorld, you can select a game to join or explore the Delta Force Land Warrior lobby.

NovaWorld Ranks

NovaWorld features a world ranking system where all of your game statistics from official NovaWorld hosted games will be available for other players to view. Players will rise through actual Army ranks as they play in official games. The speed at which you gain new ranks will depend on how well you play. Similar to the real military, higher ranks will not come easily. Only dedicated players will make it to officer level. Players will also be given Awards if their statistics meet certain criteria. You will have a separate level for each different multiplayer game category. Please log onto NovaWorld for more information on Ranks and Awards.

NovaLogic is dedicated to periodically updating NovaWorld with new features and enhancements.

Multiplayer Game Types

Cooperative

In this game, you replay Single Player missions where your computer-controlled squadmates are replaced with up to 3 human players. Most Delta Force training at Fort Bragg involves working with a team to overcome simulated terrorist attacks. Play the same scenario multiple times to see how different team strategies work. Note that you can play any Campaign or Quick Mission as cooperative regardless of whether you have gotten to it in single player mode or not. However, in cooperative play the mission will be harder than the single player version to compensate for additional human players. Generally this means an increase in the number of enemies encountered.

Deathmatch and Team Deathmatch

Deathmatch Score:	
Kill Friendly (Team only)	-4
Kill Yourself	-1
Killed by opponent	0
Kill opponent	+1
Kill opponent with head shot	+2
Kill opponent with a knife	+3

All players are competing against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, up to four teams compete against each other to gain the high score by eliminating the most opponents.

King of the Hill and Team King of the Hill

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS and Commander's map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. The size and number of hot zones will vary depending on which map the host chooses. In Team King of the Hill, up to four teams can play against each other. You need only one teammate in the zone for the timer to start. Unlike regular King of the Hill, as soon as you have no more teammates in the hot zone, your timer will immediately drop to zero.

Capture the Flag

Flags are represented by a triangle symbol on the GPS and Commander's Map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and returning it to your team's Flag Bay (represented by a colored circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.

Search and Destroy

Each team must enter into each other's territory and destroy specific targets to win the game.

Attack and Defend

Similar to Search and Destroy, one team wins if they destroy all of their targets within their opponent's territory. The defenders win if time expires before the other team can accomplish all of their goals.

Flagball

In Flagball, there is one flag in the middle of the playing field. Up to four teams compete to grab the flag and return to their base with it to score 1 point. After a point is scored the flag is reset to the center of the playing field.

Multiplayer Hosting Game Options

The host of a multiplayer game will be able to set several different options to determine how the game functions.

Game Name: Type the name you want your game to appear as to other players.

Game Password: If you want to limit who can join in your game, type the password they must know to join your game here.

Country: Type the three letter abbreviation of your country here if you want other players to know where the game is being hosted from.

Connection Type: Select either NovaWorld or LAN (IPX).

Server Type: If you will be playing the game you host on your computer, choose "Serve and Play". The host should always be the person with the fastest Internet connection and/or computer setup. If you will have a dedicated server for hosting the game, choose "Serve Only".

Number of Teams: Select how many teams there will be in team oriented games.

BASIC SETUP

Maximum Players: Determines the maximum number of players allowed to join the multiplayer game.

Start Delay: The number of minutes before play can begin. This allows time for new players to join in.

Replay: If this is set to "Selected Mission", the game will automatically restart in the same map after the previous round is finished. Select "Cycle" to have the game go through each map for that game type. Select "No" to have the game end after the round is finished.

Timeout Box: Determines the amount of time to elapse before a killed player is allowed to re-enter the game.

Destroyable Buildings: By setting this to "Yes", players can destroy certain buildings.

Death Messages: Turning this option "Off" will eliminate the text messages that appear when someone is killed. This way you won't know if you've killed someone unless you see them die.

Character Abilities: If you don't want to use character special abilities such as variable run speed, hit points, or preferred weapons, select "Off".

Wind: If you don't want to experience the effects of wind in your game, turn this setting "Off".

GPS Icon: By "Show Default", each mission shows icons for certain enemies on the GPS and Commander's Map. You can select "Show Friendly" to see only your teammates or "Show Everything" to see all enemies in a mission.

28

ADVANCED SETUP

Tracers: Select "Off" if you don't want any player to see the bullet trail from weapons that fire tracer ammunition.

Scope Drift: If you do not want your stance to affect your scope's stability, turn this option "Off".

Crosshair Spread: If you do not want your crosshair to widen while you run, select "Off".

Weapon Recoil: If you do not want your weapons to have recoil, select "Off".

Drop Weapons: If you do not want the option of dropping weapons to pick up new ones, select "Off".

Dropped Weapon Disappear: This option will cause weapons to disappear a few moments after they are dropped to the ground.

Respawn with Primary: After dying, you do not respawn with your primary weapon unless this option is turned on.

TEAM OPTIONS

Team Selection: "Server Chooses" will override the individual player's choice of sides and make teams even.

Allow Friendly Fire: You have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire "Off."

Friendly Fire Warning: Select "Off" to remove the safety X that appears when targeting allies for all players.

Friendly Tags: Having this option "Off" will not allow players to use Friendly Tags.

See Team On GPS: Select "Yes" if you want members of the same team to be able to see icons representing the location of their teammates on the GPS map.

Team Lives: For a more realistic game, you can set this value to zero, which means when you are killed, you're out of the game. Increasing this value creates a pool of lives that your team can draw from. When they are used up, your teammates will be dropped from the game when killed. This setting is defaulted to "Infinite", where you will always respawn after being killed.

Team Password: Use these boxes to set individual passwords for teams. Remember to inform your players of their proper password.

WIN CONDITIONS

Time Limit: Determines how long a game will last.

Score Limit: Determines what score must be attained before the game ends and a winner is declared.

King of the Hill Time: Determines the total cumulative amount of time a player must occupy the hot zone in order to win a King of the Hill game.

WEAPONS

You can limit which weapons are allowed into your game here. Simply turn the weapons you don't want to "No".

VOICE-OVER-NET

Voice-Over-Net: Set to "Enable" if you want to use the Voice-Over-Net feature. Disabling this feature will not allow you to transmit or receive voice messages or access the Voice-Over-Net interface. A Full-Duplex sound card is required to transmit voice messages.

Duplex Mode: In "Full" mode, you will be able to transmit and receive voice messages (if you have a Full-Duplex soundcard). If you do not have a Full-Duplex soundcard or if you do not wish to send voice messages but you would still like to receive them, select "Half".

Record Volume: This slider bar is used to set the sensitivity level of your microphone. If people are having a hard time hearing you, try increasing this level. If your messages are distorted, you may want to adjust this bar down.

Check Recording Level: When you press "Check Recording Level" begin talking normally for five seconds. The computer will automatically playback the audio you just recorded. If you are not satisfied with the levels, adjust the Record Volume option.

Activation Mode: "Voice Activation" automatically starts transmitting when you speak. With "Push To Talk" mode, you must hold down the Enter key to send a voice message.

Activation Threshold: This determines how loud you must be for "Voice Activation" to start sending a message. Adjust it down if Voice-Over-Net activates when you are not speaking.
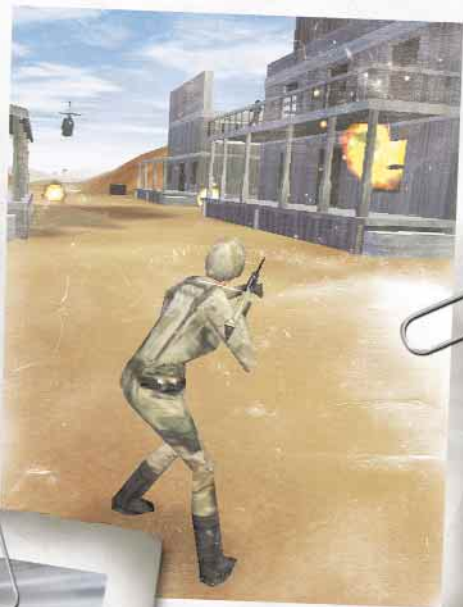
VOICE-OVER-NET

Voice-Over-Net is a built in voice communication system for use on NovaWorld. The set up is simple and can be done entirely while in Delta Force Land Warrior. All you will need is a Full-Duplex sound card and a microphone plugged into the Mic In jack of your sound card. Note that a Half-Duplex sound card will allow you to hear other players, but not to talk.

After plugging in your Microphone (make sure it is in the Mic In and not the Line In input), start Delta Force Land Warrior and click on Player Settings. Upon starting or joining a game, all players will be defaulted to "muted" to eliminate unwanted conversation. Unmute those players that you want to talk to.

On the Commander's Voice-Over-Net screen, use the Tab key to cycle through the list of players. The "muted" icon will appear after the player's name if you have muted them. Use the Keypad + key to unmute the currently selected player or the Keypad 0 key to mute the current talker. If their name appears in red that means that they have muted you. In team games, you can only select players on your own side to talk with.

31

Voice-Over-Net Keypad Commands

+   `Unmute Selected Player:` Press this key to be able to listen to a player who was previously muted. Note that all players begin the game muted.

0   `Mute Current Talker:` When you no longer want to hear voice messages from a certain player, you can press this key to break communication and put them on mute mode.

-   `VON Display On/Off:` The Voice-Over-Net status display turns on/off.

DEL   `Break Talker:` To break communication with a player who is talking to you in order to free up your line for another talker, press this key. Unlike Mute, the player can try to contact you again by pressing the Push to Talk button on their end.

ENTER   `Push to Talk:` Hold this button down to transmit a voice message to the currently selected player.

1   `Adjust Record Volume Down:` If your outgoing messages are distorted, you may wish to decrease the mic's sensitivity by using this key.

3   `Adjust Record Volume Up:` If people are having a hard time hearing you, try adjusting your Microphone's record level up with this key.

*   `Display Last Talker:` By pressing this key, the name of the last person to send you a voice message will appear.

/   `Select Last Talker:` By pressing this key, the last player to send you a message will be selected to receive your outgoing voice messages.

Internet Etiquette

NovaLogic does not monitor Voice-Over-Net communication. If you are having a problem with any other player, we strongly suggest that you mute them.
When using any form of communication, please be considerate of other people. Using hateful, discriminatory or obscene language will probably get you muted.

You can try using text chat (the T key) to ask them politely to unmute you. If they choose to keep you muted, it probably wouldn't have been an interesting conversation anyway.

Troubleshooting

I CAN'T TALK WITH EVERY PLAYER   You are limited to talking to one player at a time. In team games, you are only allowed to talk with players on your side. Also some players may have Voice-Over-Net disabled in their Player Settings menu.

I CAN'T TALK WITH ANY PLAYERS   All games start out with everyone muted. Use the Text Chat (T key) to ask a player to unmute you. Make sure you have a Full-Duplex sound card. Check to see that it is set to Full-Duplex in the Player Settings Menu. Check the microphone connection to your sound card to make certain it is going into the Mic In jack and not the Line In.

I CANNOT HEAR OTHER PLAYERS, BUT I HEAR OTHER GAME SOUNDS   Check to see that you have unmuted the player with the keypad + key. Check the Voice-Over-Net Volume in the Player Settings Menu. Check to make sure you have Voice-Over-Net enabled in the Voice-Over-Net Settings Menu.

I GET A TONE WHEN I TRY TO TALK SOMETIMES   If the person that you are trying to talk to is already engaged in a conversation, you will get a busy signal. Simply wait until they are done speaking or ask them in Text Chat (T key) to break contact with the other person.

I CAN HEAR MY OWN VOICE ECHO BACK TO ME   This usually occurs when the player you are talking to has his microphone too close to his speaker. You are hearing your voice go through his speakers and then back to you through his microphone.

OTHER NOISE IS BLEEDING IN FROM MY CD PLAYER/STEREO   You may need to go into your Windows Volume Control to change the settings on any device you have going through the Line In jack on your sound card. Right click on the speaker symbol on your Windows Task Bar. This will bring up the Volume Control window. Select Properties under Options and click on Recording. Hit Okay to close this window and uncheck all selected boxes except for your microphone.

I STILL HAVE PROBLEMS   If you are still having problems, you should make sure you have the most recent sound drivers for your sound card. These can be found on the web site of the manufacturer of your sound card. If this does not solve your problems, please contact NovaLogic Technical Support. (see page 36)

Credits

Lead Programming
Pat Griffith

Associate Lead Programming
David King

Technology Programming
Mark Davis
Kyle Freeman

Terrain Programming
Kyle Freeman

Programming
Mark Maestas
Kent Simon
Justin Hogue

Additional Programming
Daniele Gaetano
Scott Ray

NovaWorld Programming & Support
Eric Milota
John Bojorquez
Jim Ratcliff
Anthony Okin

Producer
Wes Eckhart

Associate Producer
Nigel Mills

Additional Production Assitance
Alicia Taylor

Executive Producer
John Garcia

Technical Management
John Butrovich

NovaWorld Management
Eric Milota

Art Director
Keith Rust

Art Manager
Rod Parong

Art Lead
Jason Tull

Art
Troy Adam
John Brophy
Gregg Daly
Olin Georgescu
Brent Houston
Travis Leonard
Craig Marschke
Jason Monroe
John Park
Rod Parong
Chris Tamburrino
Jon Tando

Additional Art
Timothy Higgins
Rolf Mohr
J. R. Register

Intro Cinematic
Dean Fowler

Additional Cinematics
Greg Daly

Character Designs
Adam Polina

Design Manager
Wallace H. Wachi Jr.

Lead Design Associate
Steve McNally

Design Associates
Jason Alejandre
Jason Bender
Chuck Stevenson
Kevin White

Additional Design
Fred Beers
Brian Bekian
Frank L. Godel
Jerome K. Jones
Kevin R. O'Hara

Mission Briefings
Jason Ryan

Audio Director
Tom Hays

Sound Effects
Rich Adrian
Greg deBeer
Tom Hays
Phil Kovats
Yuan "The Crusher" Liu
Bryan Watkins

Music
Scott Gilman
Alan Koshiyama

Dialog Editing
Yuan "The Crusher" Liu
Jeff Palmer
Monte Vallier
Niko Wenner

Dialog Recorded at
NovaLogic Sound Laboratories

VOICES
Kerry Allen
Ron Amaral
Tony Barbieri
Jason Bender
Greg deBeer

Dave Fennoy
Sgt. Oscar L. Galvan Ret.
Olin Georgescu
Georg Hartmann
Brent Houston
Jerome K. Jones
Alex Krieg
Greg Lozinski
Beret K Malmgren
Tonya Marlane
Vince McDermott
Steve McNally
Lee Milligan
Nigel Mills
Scoot Powell
Jacek Pulamecki
Bridget Quebodeaux
Keith Rust
Gregg Southard
Jamie Tardif
Alicia Taylor
Hubert Bartek Wozniak

Manual Written by
Kevin R. O'Hara

Packaging Layout and Design
Ulises Gerardo
Deanna Dolph

Manual Layout and Design
Deanna Dolph

Production Management
Anniken Gjelstad
Lance Pifer
Silvana Dulling

Sales and Marketing Management
David Pollack
Paul Rebhan
James Lamorticelli

Marketing
Steve Sandwisch
Georgina Worsley-Winteringham
Helen Lawson
Kevin Bascle

Public Relations
Dan Bennett
Dorothy Peters
Chris Clarke

Sales
Rosemary Buahin

QA Coordinator
Ron Amaral

Quality Assurance
Brian Bekian
Maathew Campisi
Christopher S. Hansen
Mike Harling
Michael Kelly

Alan Maddox
Jeremy Rosenthal
Tony Van

Network & Computer Maintenance
Glenn Kronick
Matthew Alexander

Motion Capture provided by
hOuse of mOves
(Los Angeles, CA)

Executive in Charge of Production, Motion Capture
Tom Tolles

Executive Producer, Motion Capture
Jarrod Phillips

Chief Technology Officer, House of Moves
Taylor Wilson

Vice-President, Operations, House of Moves
Rita Mines

Motion Capture Production Manager
Chris Bellaci

Motion Capture Director
Johnny Ravena

Motion Capture Artists
Danielle Bartov
Amy Taylor
Jennifer Becherer

Motion Capture Actor
Carla Zeitlin

Motion Capture Technician
Urban Olsen

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Kerry Allen
LTC Jeffrey A. Appleget
SFC Chris Augustine
Alan Chen
Rob Dalby
Kathy Hatton
MAJ Jim Illingworth, Ph.D.
Lucie Luison
Tom Mee
Lee Milligan
Paul Olshan
Jeff Pugh
Ryan Robinson
Kathy Ross
Gregg Southard
Bob Springer
Tina Thomas

Uses Bink Video Technology.
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Technical Support

The entire staff at NovaLogic, Inc. thanks you for purchasing Delta Force Land Warrior. NovaLogic is committed to creating quality entertainment software that pushes the technological envelope. However, this commitment doesn't end when you purchase our games - it's only just begun. NovaLogic's technical support staff is ready to assist you.

Internet Website: http://www.novalogic.com and http://www.novaworld.com

Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, previews of upcoming products and screen shots. A list of compatible sound cards can also be found on the NovaLogic website. Please go to http://www.novaworld.com for the latest on NovaWorld, our large-scale multiplayer gaming service.

Email Support Address: support@novalogic.com

You may also email your questions and comments to a member of technical support at any time. To better assist you, please detail your hardware set-up and be as specific as possible regarding any problems you may be experiencing. If possible, provide a contact number which you can be telephoned at.

Technical Support Line: (818) 878-0325

If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday 9AM to 5PM Pacific Time, excluding holidays). To better assist you, the technical support staff member is likely to ask questions regarding your specific hardware set-up. Have this information handy. Also, be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

Fax Support Line: (818) 880-3448

You may fax your questions or comments to a member of technical support at any time, day or night. Be as specific as possible regarding your hardware setup and any problems you may be experiencing.

NovaLogic's Limited Ninety-Day Warranty and License Provisions

IMPORTANT: By breaking the seal on the software, you agree to be irrevocably bound to the following terms and conditions. If you do not wish to be bound, promptly return this product in its entirety with the software seal intact and store receipt (proof of purchase) to NovaLogic, Inc., 26010 Mureau Road, Suite 200, Calabasas, California 91302, and a full refund will be made.

Limited Warranty on Media

NovaLogic, Inc. ("NovaLogic") warrants the compact disc on which this product is recorded to be free from reasonable defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of your proof of purchase. NovaLogic's entire liability and your exclusive remedy in the event of such defect will be replacement of the compact disc not meeting NovaLogic's limited warranty and which is returned to NovaLogic with a copy of your proof of purchase. NovaLogic will have no responsibility to replace any such compact disc damaged by accident, abuse or misapplication. This policy applies to the initial purchase only.

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